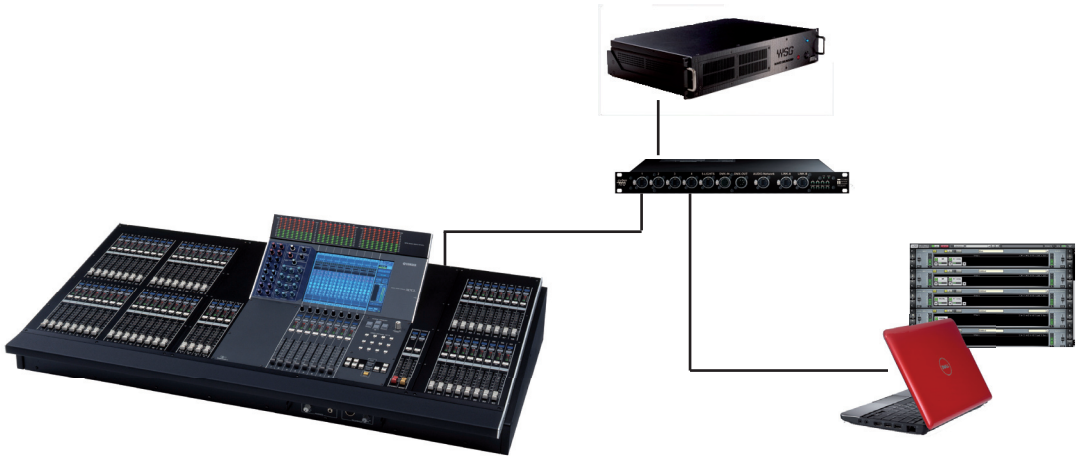
Integrating technologies for live audio events

datasheet

SG Server

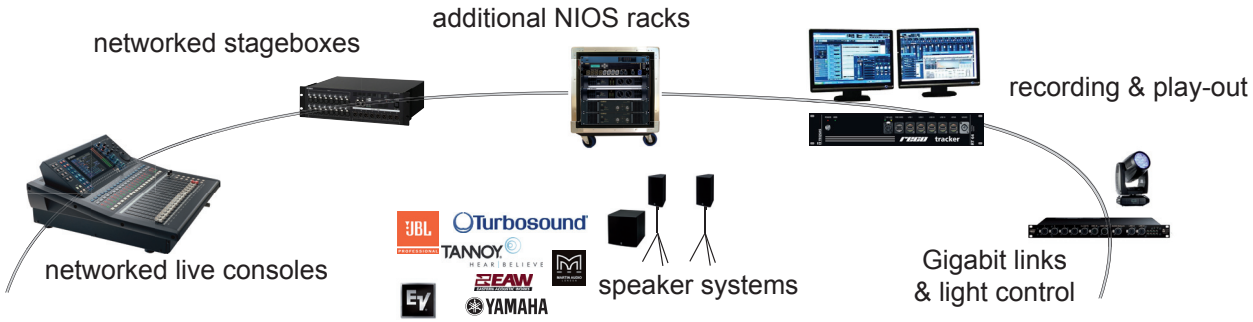
Waves SoundGrid Server for Yamaha consoles



Plug-In DSP [Digital Signal Processing] for live applications offering widely used Waves plug-ins at very low latency using a dedicated server and fast connection through WSG-Y16 interface card for Yamaha digital mixing consoles.

* Dedicated PC server for ultra-low latency suited for use in live systems.
* WSG-Y16 interface card connects 16 channels i/o with any MY16 compatible console at low latency through a CAT5 patch cable
* Easy integration with Gigabit Ethernet networks
* Up to two WSG-Y16 cards per server for a maximum of 32 channels, routeable to the mixing console's input channel, mixbus and matrix insert send/returns.
* Up to 8 plug-ins per channel
* redundant use of two plug-in servers suported (mirror mode)
* control through familiar MultiRack software to run on any PC or Mac computer
* additional control through the console's MIDI output
* for information & ordering info: www.waveslive.com

options



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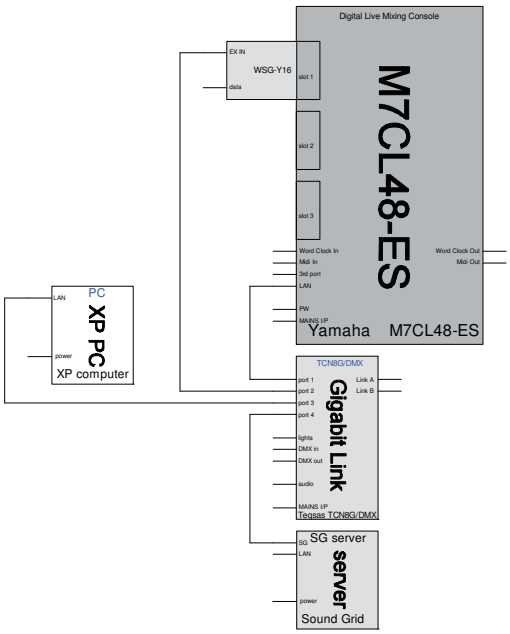

component list

M7CL48-ES	1	or any MY16 compatible console
WSG-Y16 (by Waves)	1	interface card for SoundGrid Server
SG Server One (by Waves)	1	Waves Soundgrid server PC
TCN8G (by Teqsas)	1	8-port Gigabit link unit (or any Gigabit switch)
computer/laptop	1	Windows or Mac OS computer, MultiRack software

network specifications

Sampling Frequency		48kHz, 96kHz
Bit Rate		24-bit
Signal Delay	network	<120us
	DSP base	Base latency = 20 samples
	per plug-in	Depending on plug-ins used
Topology		P2P
Protocol		Waves proprietary - SoundGrid
bandwidth (channels)		with 2 WSG-Y16 cards installed: 32ch@48kHZ, 16ch@96kHz
Redundancy		mirror mode (SG Server)
Cabling	category	CAT5E
	maximum length	100m
	connectivity	RJ45

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